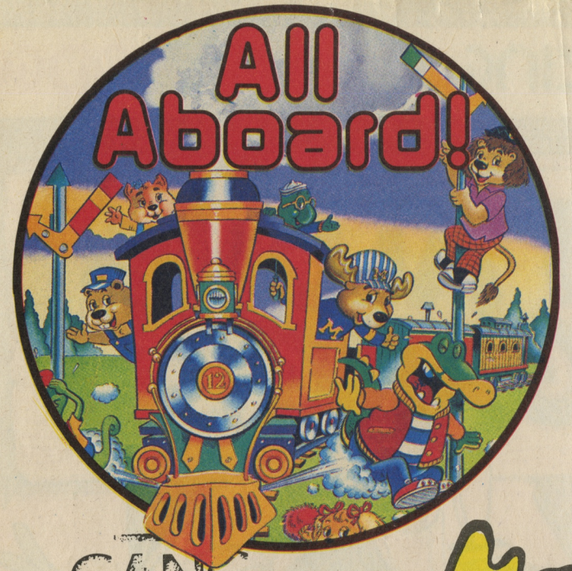
FREE AMOOZING STICKER-BADGE!
GET ALONG GANG™
15th June 1985
No 9 30p
FREE!



Yo Ho Ho and a bottle of Mr Hoofnagel's ice-cream soda! All aboard HMS Green Meadow for a swashbuckling, treasure-filled issue!

GANG PROJECT

How about a treasure hunt folks?! You don't need a secret map, or to be a pirate or even to be one of Enid Blyton's *Famous Five*! Treasure can be found in attics, sheds, at the bottom of gardens, on beaches or at jumble sales! Look for old bottles, stamps, magazines, coins, postcards – anything you like! Find a old box to keep the things that you find. Every gang needs a treasure chest!

Dear Montgomery,
Here's the recipe for home-made play-dough. Mix together: 1 cup of flour, 1 cup of salt 2 teaspoons of tartar, 1 tablespoon of cooking oil. Then add one cup of water (perhaps coloured with food dye). Heat over a medium heat until the mixture forms a soft ball. This makes a clean play dough which keeps well in a plastic bag in the fridge and gives hours of play-use.

Thank-you for your letter, Jessica, and your great recipe! We've had sackfuls of letters and drawings, so next week, we will be starting a letter's page for all your great ideas. We cannot answer your letters personally but I read every one of them and all the fabulous paintings and drawings of the gang have been pinned up in the Clubhouse Caboose!

Hundreds and hundreds of you entered our colouring **Brio Mec** competition. There were so many beautiful entries that it took a long time to judge them – but here, at last, are the winners.
First prizes went to Karen Ambler from Halifax, William Fung from London and J. Harley from Bedfordshire.
Second prizes went to Nicola and Collette Tomkins from Doncaster, Michelle Wheeler from Glasgow, Sarah Paull from Devon, Paul Watten from Dudley, and Laura Jane Thirkell from Swinton. **Third prizes** went to Christopher Edel from Palmers Green, Paul Fish from Hove, Jenny Cuthberston from Scunthorpe, Sian Stephens from Tamworth, Emma Dewey from Swindon, Zoe McNeish from Coalville, Keeley Christian from Birkenhead, Nicola McSorley from Ayrshire, Tom O'Halleren from Ridborough and Jayne Cresey from Bracknell.
Well done!

NEXT WEEK

Join the summer fun next week when the Get Along Gang go to the seaside. A sun-splashed issue full of exciting comic strip stories, sizzling puzzles, scorching activities and beach-time fun!
Wish you were here? – then order your copy **now**!

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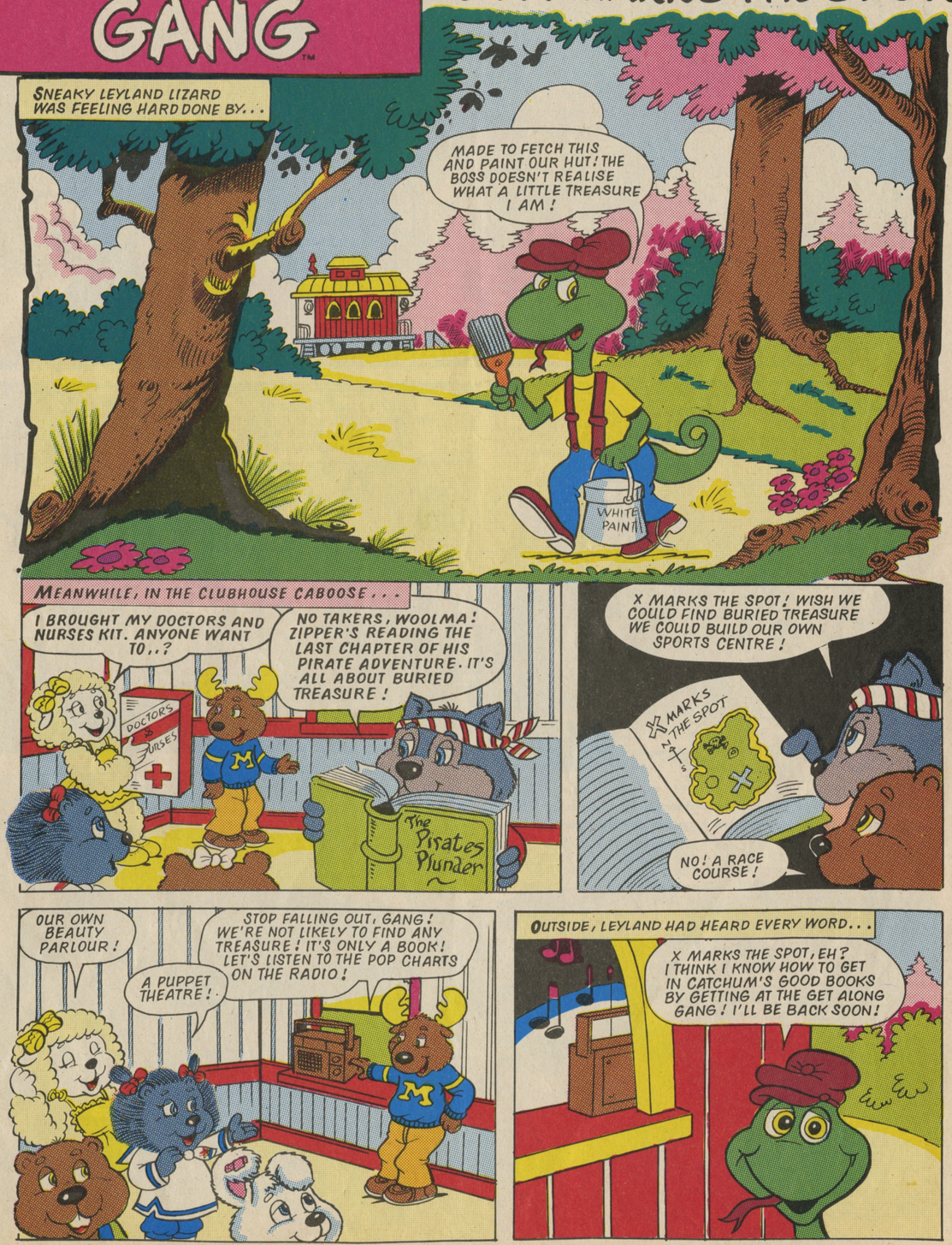
GET ALONG GANG™ ...IN X MARKS THE SPOT!



Story – Ian Mennell Art – Barrie Appleby Editor – Jenny O'Connor

INDEED, HALF AN HOUR LATER...

NOW FOR A FAMOUS LEYLAND VOICE-CHANGE!

CLICK!

HUH? THE MUSIC'S STOPPED!

WE INTERRUPT THIS PROGRAMME WITH A NEWS FLASH! REPORTS HAVE COME IN OF BURIED TREASURE HIDDEN SOMEWHERE IN THE VICINITY OF GREEN MEADOW! X MARKS THE SPOT!

WHAT WAS THAT HE SAID?

I SAID 'X MARKS THE SPOT!' GOOD HUNTING!

BURIED TREASURE WHAT ARE WE WAITING FOR? LET'S GET ALONG, GANG!

I'M NOT SURE ABOUT THIS!

I BET I FIND THE SPOT, AND WHEN I DO, YOU CAN BET I'LL DECIDE WHAT WE DO WITH THE REWARD!

HUH, BET I FIND THE CROSS!

NO! I WILL! WATCH ME!

FALLING APART ALREADY!

SOON...

ROOFNAGELS

X MARKS THE SPOT I'VE FOUND IT... WAIT TILL I TELL THE OTHERS!

THERE IT IS!

SCHOOL

HERE'S THE CROSS!

BHOUSE

I'VE FOUND THE SPOT—OVER THIS WAY!

YOU CAN'T HAVE DONE... IT'S OVER THERE!

GIMME!

KICK!

THEY'RE ALL AT ODDS WISH THE BOSS WERE HERE TO SEE THEM FALLING OUT, I'LL FETCH HIM!

LISTEN. HOW COME WE ALL FOUND DIFFERENT TREASURE CROSSES IN DIFFERENT PLACES PLACES UNMARKED BEFORE TODAY? AND WHAT ARE THESE..?

A POT OF WHITE PAINT AND A TRAIL OF LITTLE LIZARDY FOOTPRINTS LEYLAND — TRYING TO SPLIT UP THE GANG — AND HE NEARLY SUCCEEDED!

I DON'T NEED THIS. FANCY BELIEVING THERE WAS BURIED TREASURE — MARKED BY AN "X" IN GREEN MEADOW! RUBBISH!

BURIED TREASURE? X MARKS THE SPOT? SUDDENLY I'M NOT INTERESTED IN WHAT'S BECOME OF THE LIZARD!

RUBBISH? THAT'S ALL ZIPPER CAT KNOWS! X MARKS THE SPOT. I'LL BE RICH!

BUT...

GRR... NOTHING THERE!

BUT X MARKS ANOTHER SPOT! THIS HAS TO BE THE TREASURE SITE!

BUT, AS TIME WENT ON...

NOTHING... ANOTHER X... NOWT!

AND ANOTHER! BAH!

UNTIL...

CATCHUM? WHAT ARE YOU UP TO? HOLES ALL OVER THE PLACE! YOU'LL BE IN TROUBLE, OFFICER GROWLER'S COMING!

NOT ME! YOU STARTED ME ON THIS TREASURE HUNT, SO YOU CAN TAKE THE BLAME!

BUT...

WELL DONE, KIDS! HOW DID YOU KNOW THE MAYOR HAD ARRANGED FOR SOME TREES TO BE PLANTED TODAY? TWELVE HOLES READY DUG - GOOD WORK!

CAN'T SEE WHY CATCHUM BLAMED US JUST NOW, BUT WE CAN FINISH WHAT HE STARTED BY WORKING AS A TEAM!

THANKS, GANG... NOW ON TO THE NEXT HOLE! THE MAYOR HOPES THESE TREES WILL ENRICH GREEN MEADOW!

FOR A WHILE THERE WE JUST WANTED TO ENRICH OURSELVES, JUST LIKE CATCHUM WONDER WHERE HE IS NOW?

WHILE, JUST OUT OF TOWN...

WOW! THAT HAS TO BE IT! A MASSIVE CROSS WITH MASSES OF TREASURE BENEATH. I BET! LEYLAND LELAAAND, WHERE ARE YOU?

X MARKS THE SPOT LEYLAND! BURIED TREASURE HELP ME DIG IT UP!

ER, BOSS... THERE'S SOMETHING YOU OUGHT TO KNOW...

UP ABOVE...

WE'RE OVER THE LANDING ZONE NOW, FOXY. X MARKS THE SPOT — JUMP!

JUMP!

DUUUUFFF!

KRUNCH!

ER, ON SECOND THOUGHTS THERE'S SOMETHING HE OUGHT NOT TO KNOW! LIKE WHO THOUGHT UP THIS BOGUS BURIED TREASURE STUNT!

LUCKY WE HEARD THE YELLS. BETTER GET THIS CROOKED CROC BACK TO THE CLUBHOUSE PALS!

GROAN!

SO WE GOT TO PLAY DOCTORS AND NURSES AFTER ALL!

TELL ME, BOSS WHERE DOES IT HURT?

GROAN! X MARKS THE SPOT... X MARKS THE SPOT... X MARKS THE SPOT...

Hunt down the treasure yourself! Turn over the page and play the Treasure Trove Game!

TREASURE TROVE GAME!

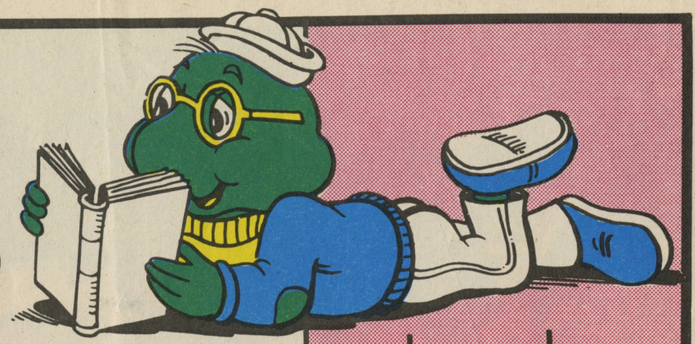
A game for up to six players!

Everyone is looking for buried treasure! Join in the fun and help your favourite character in Green Meadow be the first to hunt down the loot!
All you need to play the game is a dice and counters.
To start the search, get your counters on the board and first throw a six. Then, to move on, you must throw the number in the next square.
First to the X – wins!

N
W
E
S

LAMPITT

AS EASY AS ABC



ice Very cold water that has become hard. Woolma skated on the *ice*.

icing A sugar coating that comes in different flavours which is used to decorate cakes.

idea A thought.

idiot A foolish person.

idle Being lazy.

ignore To take no notice.

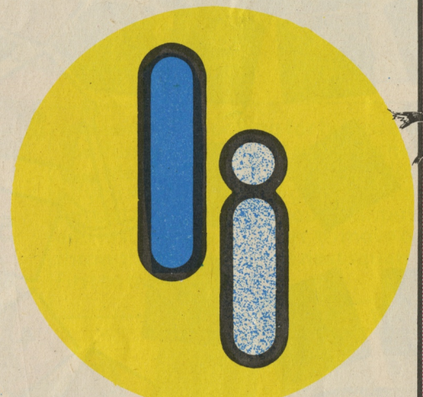
imp A naughty boy or girl.

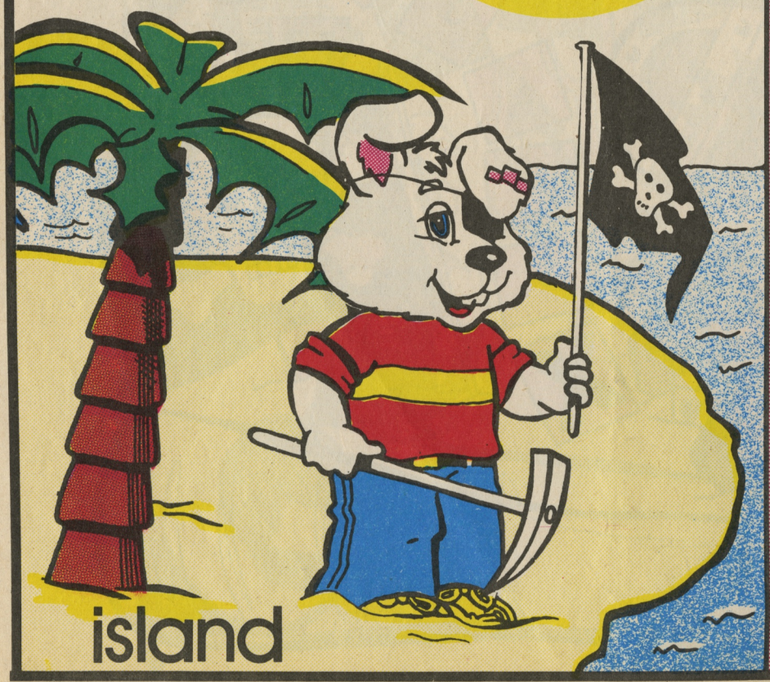
ink A dark coloured liquid used for writing.

iron A dark grey metal.

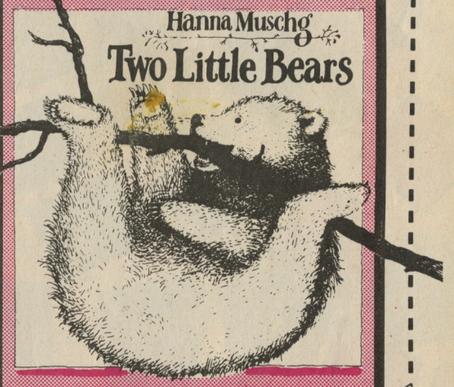
island A piece of land with water all around it.

ivy A woody climbing plant which is green all year round.





book choice



Two little bears by Hanna Muschg. Published by Collins. Price £4.95 (hardback) £2.95 (paperback).

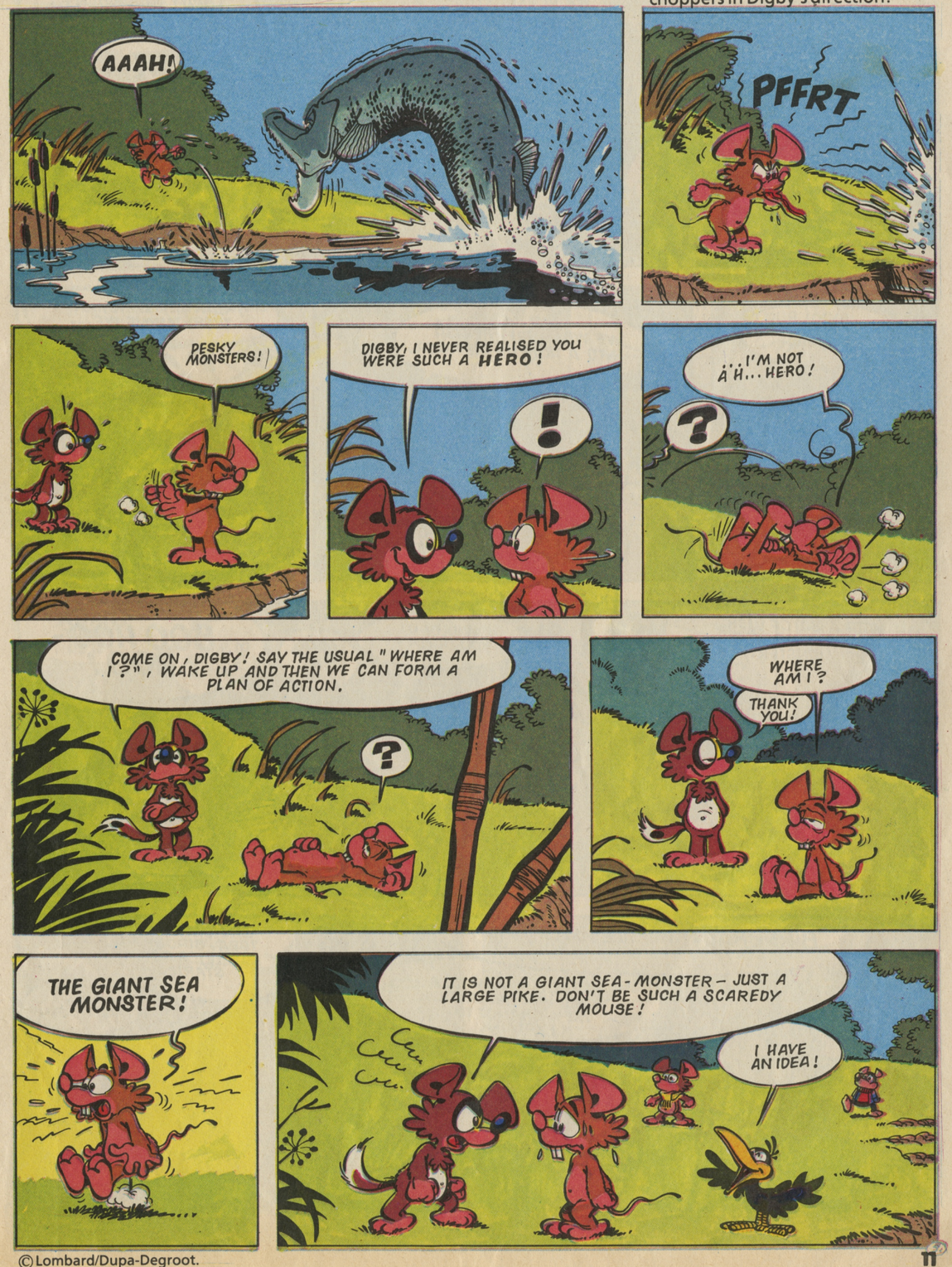
Life for a young bear cub living in a wild forest is full of adventure and hidden dangers – just the thing for an exciting read! This appealing book is a great way to learn about nature because although told as a story, the book is based on the real facts of how bears live.

A perfect book for the beginner reader.

Cut out and collect.

CLORO AND DIGBY

A large fishy monster has moved into Cloro and Digby's stream, destroying their little mouse-sized bridge. That was bad enough. . . but now he's turned his chomping choppers in Digby's direction!



© Lombard/Dupa-Degroot.

YOUR IDEAS ARE ALWAYS HOPELESS BIRDBRAIN. THIS IS A REAL EMERGENCY!

BUT CLORO...

QUIET, BIRDBRAIN— I'M THINKING—

I HAVE AN IDEA!

WE WILL LURE THE FISH INTO A TRAP UP THE RIVER.

I SAW A FISHERMAN THERE AND IF WE...

?!

WHAT ABOUT MY IDEA?

WITH A BIT OF LUCK WE COULD DESTROY THE MONSTER!

WHAT DO YOU THINK?

?

BOO HOO-HOO!

BIRDBRAIN! WHY ARE YOU CRYING?

THAT WAS **MY** IDEA AND YOU NEVER GAVE ME A CHANCE TO EXPLAIN.

OK! CALL IT YOUR IDEA, BIRDBRAIN, BUT LET'S GET STARTED!

WHAT, CLORO?

...AND AS IT WAS YOUR IDEA **YOU** CAN BE THE BAIT!

GULP!

MY IDEA? **WHAT** IDEA? I DON'T REMEMBER HAVING ANY IDEAS!

NO! I INSIST. IT WAS YOUR BRILLIANT IDEA. I'LL JUST WATCH YOU PUT IT INTO ACTION FROM OVER HERE!

IT'S OKAY! I UNDERSTAND. I'LL DO IT!

LONG LIVE OUR HERO!

GLUB!

BE QUIET, BIRD-BRAIN!

PLOP!

THERE'S THE FISHERMAN'S FLOAT! ALL I NEED NOW IS OUR LOCAL 'JAWS'.

AHAH! THERE HE IS!

NOW TO ATTRACT HIS ATTENTION!

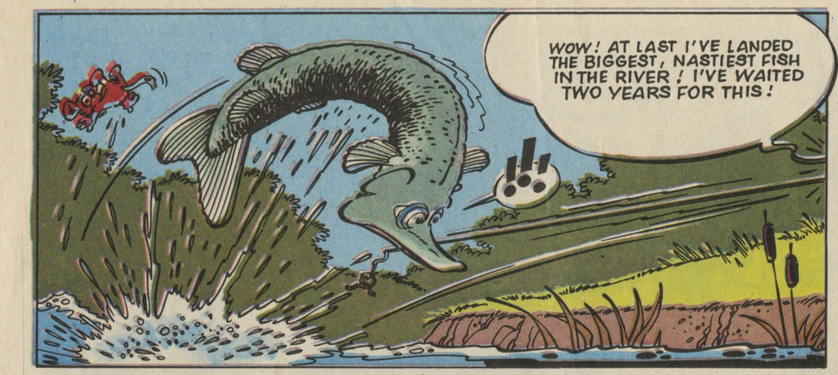
HEY, YOU, BIG NOSE!

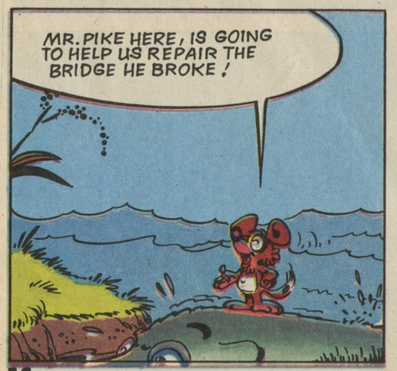
OOH! I'D BETTER PLAY IT SAFE!

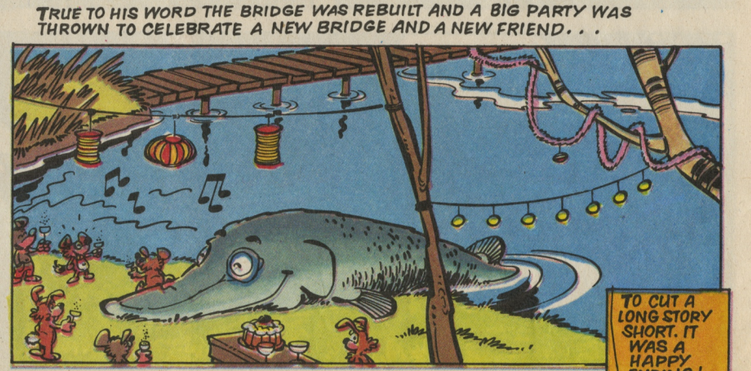
PLOP

NA NA NA NA NA!

WOOPS!

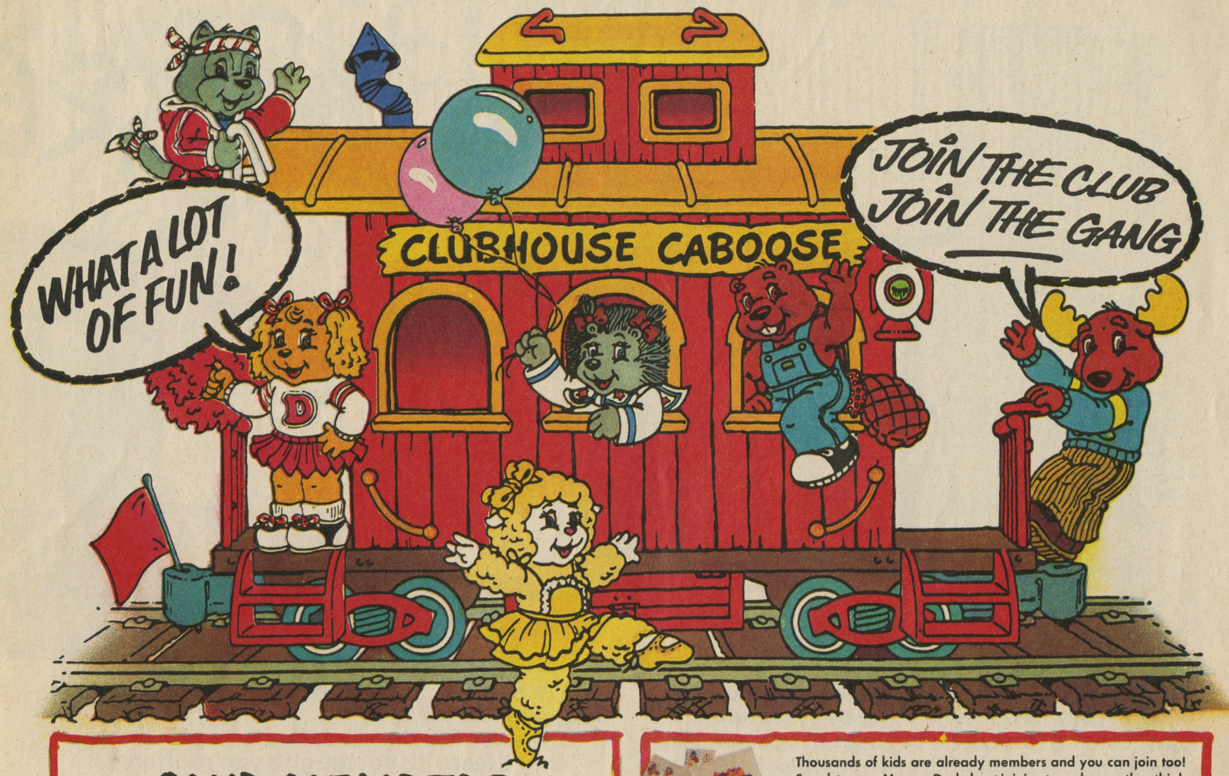






 Next week: Cloro and Digby are going on a package holiday to Cheddar Gorge, so Jasmin, a little Japanese Princess, is coming to tell you of her amazing adventures!

ADVERTISEMENT

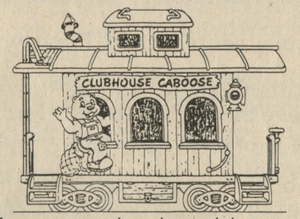


CLUB MEMBERS RHYME COMPETITION

Send us a Rhyme about "Getting Along Together", And win a Club House Caboose that you can play in. Two to be won, the judges decision is final.

Five runners up will each receive a Get Along Gang Surprise Gift.

Send your entry to Get Along Gang Rhyme Competition Green Meadow, Diss Norfolk, IP22 3HH



32" wide, 68" long, 53" high.

If you're not already a Club member, fill in the membership form opposite, with your fee, and post with your Competition entry.

LOOK WHAT YOU GET

Thousands of kids are already members and you can join too! Speak to your Mum or Dad about joining to make sure they think its a good idea as well. For a membership fee of only £2.50 membership is given for 12 months from the date of joining.

You will receive the Get Along Gang Official Membership Kit packed full of fun – a kit folder, a membership certificate & badge, a full set of 12 character picture cards, a newsletter from Montgomery "Good News" Moose and the Gang, a Club Rule Book containing details on how to start a Get Along Gang Club in your area with membership cards for your friends. The kit also contains the secret club code and a free minature Get Along Gang character toy.

FREE MINIATURE

During the year Montgomery Moose will send your newsletter to let you know about the goings on at Green Meadow, he'll be suggesting fun things to do and setting exciting competitions – remember to let us know your birthday so Montgomery "Good News" Moose can include a super Get Along Gang birthday card.

A FUN CLUB FOR KIDS

COMPLETE AND POST NOW TO:

The GET ALONG GANG CLUB, Green Meadow, Diss Norfolk, IP22 3HH, U.K.
I enclose £2.50 cheque/PO made payable to Get Along Gang Club.
Please enrol my child as an official member:-

Miss/Master .....
Address: .....
.....
..... Postcode .....
Date of Birth: .....
Parents Signature .....

If more than one of you wishes to enrol please print details on a separate sheet of paper enclosing £2.50 cheque or PO for each new member.

THE GREENSTREET HILL MOB RULE OK

SQUIRT! SPLOOSH! "Yaaah!" cried the Gang as they were bowled over by a jet of water coming from the Clubhouse Caboose. A hose was being held out of the window by a tough looking badger.

"Stay away from here!" growled the badger. "The Greenstreet Hill Mob have taken over this Caboose for ourselves!"

"Yikes!" gasped Zipper as he shook the water out of his ears. "They're the roughest, toughest gang around!"

The door of the Caboose opened and out marched the badger followed by his four mean-looking friends.

"Why don't you join our Mob?" suggested the badger to Woolma. "You'd be the centre of attention."

"I-I would?" stammered Woolma. It was true that with the Get Along Gang she was only one amongst many. Perhaps she could stay with the Mob awhile just to see what it was like.

"What about you three?" the badger turned to Bingo, Rocco and Rudyard. "Surely you'd prefer our adventurous, lively escapade to the soppy stuff you do with the Gang?"

"Well. . ." murmured Bingo.

"Don't listen to him!" cried Dotty. "He's trying to break-up the Gang!"

"Keep out of it, Toffee-Nose!" barked the badger. Dotty didn't like him at all!

"Maybe we could join forces for awhile?" suggested Bernice to the others.

"If we don't like it we can always leave," agreed Lolly. Like Bingo, Rudyard, Rocco, Woolma and Bernice the thought of new adventurous things to do was too tempting to resist.

"Anyone who doesn't want to join had better scram!" snarled the badger.

"We're going," said Montgomery as he walked away with the others.

"This is terrible," wailed Flora, almost in tears.

"They'll learn it's not the gifts you're offered but who you count as friends that's important," Dotty told her. "I just hope they don't get into serious trouble before they realise what a mistake they've made."

Dotty's friends were already regretting their impulsive decision.

"Bring me more food, Bingo!" snapped the badger. "And hurry up cleaning those dishes, Woolma!" he growled to the poor lamb who was elbow deep in soapy water washing all the dishes the Mob had dirtied.

"What about all the adventurous things you promised we'd do?" Rudyard said crossly.

"Yes," agreed Bernice who had been made to wash the windows of the Caboose. "This isn't anything like the fun we had in the Get Along Gang!"

"I'll give you fun!" smirked the badger. "What do you say to raiding Hoofnagel's for goodies tonight?"

"No!" gasped Lolly, very shocked. "That would be stealing!"

"We don't do rotten things!" agreed Rudyard.

"We want to leave this horrible Mob!" Rocco spoke for all of them. "Zipper was right. You are a nasty bunch."

The badger grabbed hold of Rocco by his shirt. "You try and leave our Mob and we'll bash you!" he snarled.

"GULP!" Bingo swallowed hard. What were they going to do now?

Portia stood outside the Caboose. She had returned to see if the Mob would give her back her bicycle. She overheard the badger threaten the Gang. "Oh dear!" she thought. "I must tell Montgomery!"

The badger was forcing Bingo and the others to paint the outside of the Caboose. "This is **FUN**?" grumbled Rudyard.

"Shaddup and keep painting!" the badger growled. "Unless you want a punch on the hooter!"

VROOOOM! SCREEECH!

Everyone turned at the sound of squealing brakes. Montgomery and Zipper were bearing down on the crowd in their souped-up cartie.

"Jump in quick!" Zipper yelled to his friends. "We're busting you out!"

They didn't have to be told twice! Everyone scrambled into the back of the cartie as it took off again.

"After them!" raged the badger as he gave chase.

"They'll catch us!" wailed Lolly.

"No they won't," smiled Montgomery. "Take a look behind you!"

One moment the Mob was running after the cartie, the next they were slipping and sliding all over the place!

Flora, Dotty, Braker and Portia sneaked away, each carrying a can of oil. "We're such **SLIPPERY** customers!" chortled Braker.

Bingo sat next to Montgomery. "Thanks for rescuing us. We're really sorry about leaving the Gang."

"What matters is that we're all together again," Montgomery smiled. "No one can break up the Get Along Gang for long."

That evening the Greenstreet Hill Mob broke into Mr Hoofnagel's shop! "I swiped these from old Hoofnagel's pocket," smirked the badger as he held up a set of keys.

"And we don't have to worry about the Get Along Gang," giggled one of his cronies. "They'll all be tucked up in bed at this time of night."

The badger used one of the keys to unlock the store cupboard door.

"SLUURRRP! Look at all this!" he drooled at the sight of shelves of sweets and candy. They all stepped into the cupboard.

"NOW!" cried Montgomery as the Gang came out from where they had been hiding behind a clump of bushes. "It's up to us to stop them!"

"CHAAARRRGGEE!" shouted the Gang as they rushed into the shop. All except Woolma who had gone to fetch Officer Growler. The badger saw them coming but before he could escape. . .

SLAM! CLICK! The Gang had slammed shut and locked the door!

The Greenstreet Hill Mob was captured!

When Officer Growler arrived with Woolma and Mr Hoofnagel the Gang explained what had happened.

Officer Growler released the Mob from the cupboard and led them away. "Wait until your parents hear about this," he snapped. The Mob did look sorry for themselves!

"You deserve a treat for saving my stock," Hoofnagel told the Gang.

"YAWN! Th-Thanks," said Zipper as all the Gang yawned together.

When Hoofnagel returned with a tray of ice creams all the Gang were fast asleep on the floor.

"Ho! Ho! It's way past their bed-times," Hoofnagel laughed.

"I'll give them their treat tomorrow." ■

The secret life of. . .

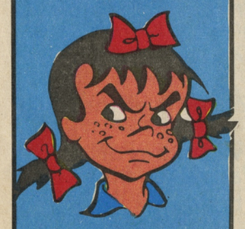
TOP DOG™

It is said that everyone has a double. The trouble with Top Dog's double is that he's a Russian spy!

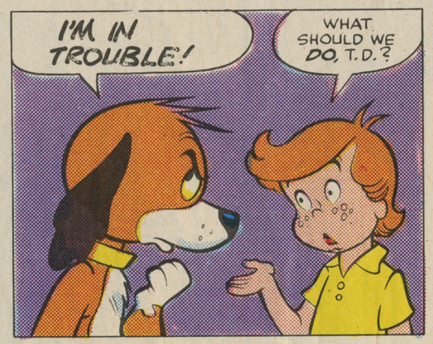
Joey Jordan

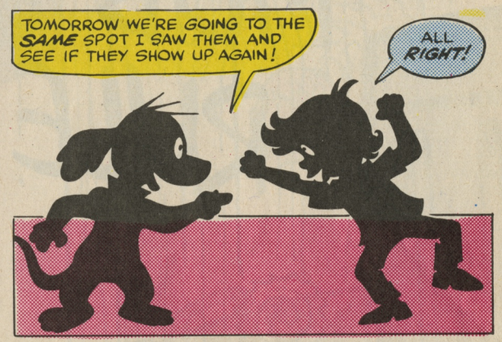
Joey's mum

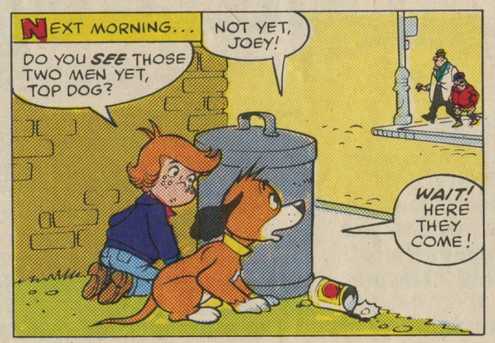
Joey's dad

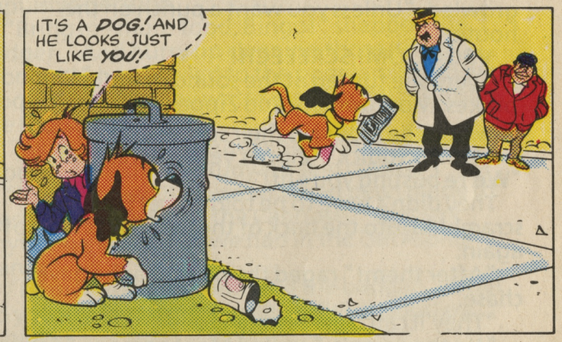


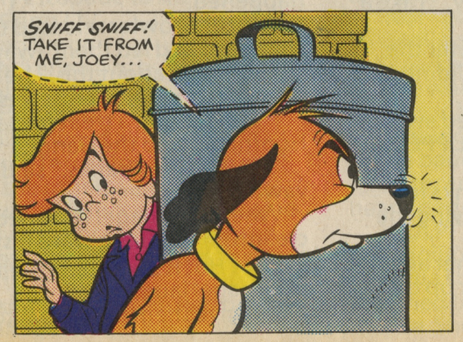
Lizzie Jordan

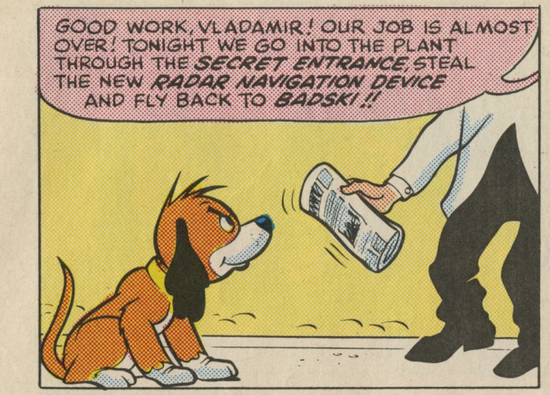


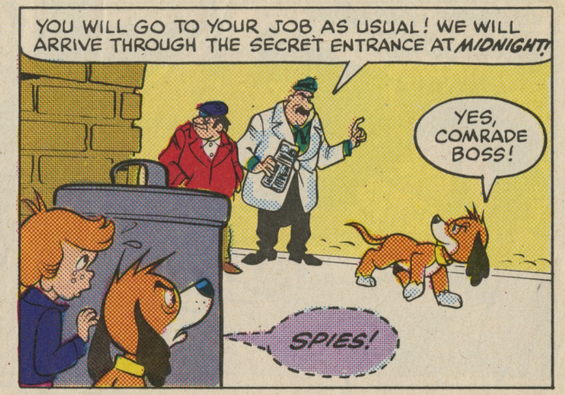


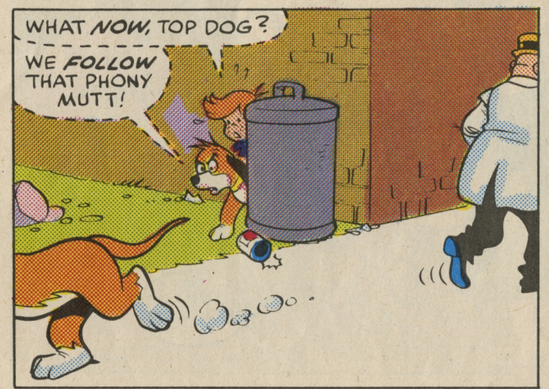


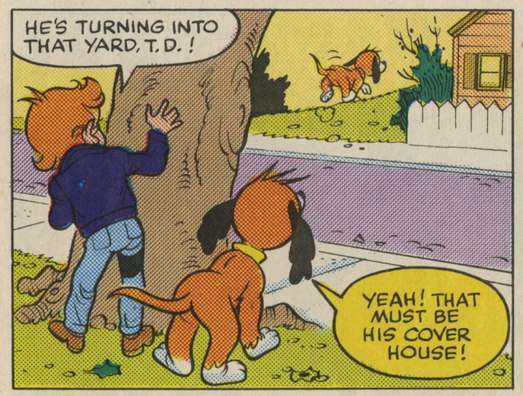


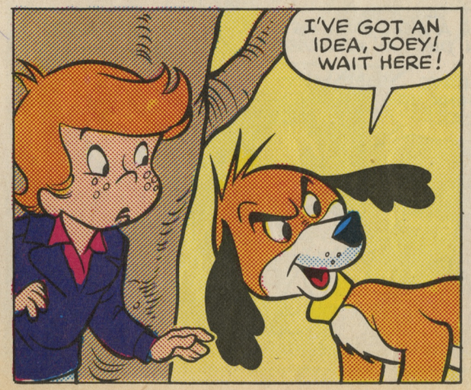


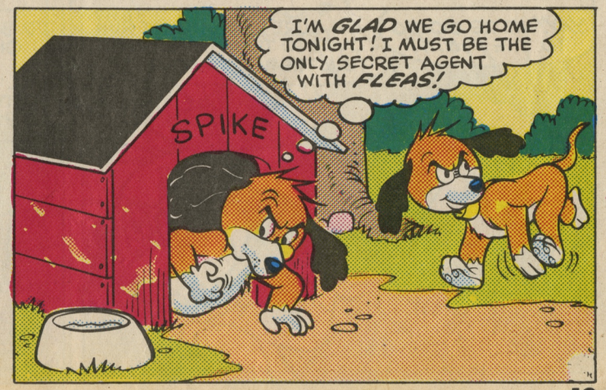












COMRADE VLADAMIR? I AM COMRADE CANINEOVITCH!
HUH?
BONK!
I AM YOUR REPLACEMENT! OUR LEADER WANTS ME TO STAY ON THE JOB AFTER YOU LEAVE TONIGHT!
MY ORDERS ARE TO REPORT TO WORK IN YOUR PLACE! YOU ARE TO ARRIVE VIA THE SECRET ENTRANCE AT MIDNIGHT!
VERY WELL, COMRADE! ONLY ONE THING...
...DO A BETTER JOB OF DISGUISING YOURSELF! YOU DON'T LOOK ANYTHING LIKE A REAL DOG!
SPIKE
UH... RIGHT!
C'MON, JOEY! LET'S GET OUT OF HERE!
BACK HOME...
WE DON'T KNOW WHERE THE SECRET ENTRANCE TO THE PLANT IS, BUT WHEN THOSE SPIES ENTER AT MIDNIGHT, THE F.B.I. WILL BE WAITING FOR THEM!
YAY! WE'RE GOING TO THE F.B.I.!
OH, SURE! WE'LL JUST RUN OVER TO THEIR OFFICE AND TELL THEM ALL ABOUT IT!
I'D BE A HERO TALKING DOG! ON DISPLAY FOREVER!
I'LL HAVE TO THINK UP A PLAN!
I--I FORGOT!

THAT EVENING...
I'M GOING TO THE PLANT NOW! DO I LOOK ENOUGH LIKE VLADAMIR?
PERFECT!
NOW REMEMBER... PHONE THE F.B.I. AND TELL THEM TO BE THERE AT MIDNIGHT!
RIGHT, T. D.!
GOOD LUCK! AND BE CAREFUL!
SOON...
HALT! WHO GOES THERE?
OH, IT'S YOU, SPIKE! ON AN EVENING STROLL AGAIN, EH?
G'NIGHT, SPIKE! DON'T LET ENEMY AGENTS STEAL THE FACTORY! HAW HAW!
DON'T WORRY, I WON'T!
ONE HOUR TO GO!
WHAT'S THAT NOISE?
SCRATCH
CREAK!

GREETINGS, COMRADE VLADAMIR! YOU LOOK *SURPRISED!*

UH...YOU WEREN'T *SUPPOSED* TO BE HERE UNTIL *MIDNIGHT!*

PLANS CHANGE!! THE *WEATHER* REPORT IS BAD SO WE'RE LEAVING AN HOUR EARLIER!

OH, GREAT!

WE WILL LEAVE WITH THE *FILM*...

...AND THIS *SECRET DEVICE!*

GASP! I'VE GOT TO *STALL* THEM TILL THE *FEDS* GET HERE!

C'MON! LET US *GO!*

UH... WAIT!

THERE'S *OTHER* SECRET STUFF UP THERE ON THAT HIGH SHELF!

LET ME *SHOW* YOU!

NO TIME, VLADAMIR! WE *MUST* LEAVE!

WHAT ARE YOU *DOING,* YOU IDIOT?

IT'S *TOUGH* HANDLING THESE CONTROLS... HEH HEH...WHEN YOU HAVE *DOG PAWS!*

THERE! I THINK I'VE *GOT* IT!

SCOOP!

STOP THIS, YOU FOOL!

GET US *DOWN!* WE HAVE A *PLANE* TO CATCH!

HMMM... MAYBE *THIS* IS THE BRAKE!

YEP... IT *IS!*

SCREEEECH!

FLOOP!

HI, TOP DOG... UH, I MEAN *VLADAMIR...* I MEAN *SPIKE!*

JOEY?

WHAT ARE *YOU* DOING HERE?

I FIGURED I COULD LEARN A LOT MORE ABOUT CURRENT EVENTS BY BEING *HERE* WHEN IT *HAPPENED*...SO I *FOLLOWED* THESE TWO GUYS HERE!

Next week: The last gripping part of Top Dog's exciting adventure!

6. LOT WAY.

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